

MYTHOS ERRATA 05/09/2022

STUDIO COMMENTARY

Following some great feedback from the community and through further playtesting we felt there were small changes that would add a lot to the gameplay of Mythos. The biggest changes we made were to Combat and Madness. A lot of players felt that combat was a bit too even, without a lot of difference in attack and defence values meaning that combat just came down to good rolling. We've changed some of those values to make more of a variance and also added in some new combat actions to mix things up a bit.

We also wanted to give the Madness system some more weight so we have changed when madness rolls happen and updated the charts as well as altering some of the San trait values. We've also made it easier for characters who start the game on their Altered sides.

The only other changes were simply tweaks and rules updates to make the game run smoother and to be more intuitive.

Page 2: Replace the paragraph of BASE SIZE with the following:

BASE SIZE: Models are designed to be mounted on specific bases. Bases are usually round and the Base Size is indicated on the Character Card as 1, 2, 3, 4 or 5. Objectives will also have a Base Size.

Page 2: Replace the paragraph of CRITICAL SUCCESS with the following:

CRITICAL SUCCESS: Should a player roll a natural double six on any two dice, regardless of the number of dice rolled, it is considered a Critical Success. If the score is still less than required to succeed, a Critical Success is always considered to be one point higher than the required number. A Critical Success will always trigger the Mythos Effect of an Attack if it has one. If both Models roll a Critical Success in an opposed roll the Attacker wins and is considered to have a score that is 1 point higher than the Defender regardless of the actual result.

Page 2: Replace the paragraph of CRITICAL FAILURE with the following:

CRITICAL FAILURE: Should a player roll natural ones on all dice it is considered a Critical Failure. A Critical Failure of an Action is always considered to have failed and have a score of zero regardless of the actual score required for success or the opponents combat roll.

Page 3: LINE OF SIGHT: Replace the fourth and fifth sentence with:

For the purpose of working out Line of Sight, models are assumed to have a volume of a cylinder with a width equal to the model's base. The height of the cylinder is equal to the width of the model's base.

Page 4: RE-ROLLING DICE: Replace the second sentence with the following:

This either applies to one die or to all dice in a test, attack or defence.



Page 4: Replace TEST OF THIRTEEN with the following:

TESTS: Thirteen is the number of the dark ancients. Thirteen are the baleful stars in the sky that will mark their return. Players will be required to make tests for their Characters throughout the game. This is performed by rolling 2d6 and adding the result to the appropriate stat on their Character Card. To pass a test, the total rolled must be equal to or higher than 13 after applying any applicable modifiers. All Attacks are Opposed Tests. This is where both players roll and add an appropriate modifier and then compare their results. See Combat P.14

Page 7: MADNESS THRESHOLD. Add the following:

Some Characters do not have a Madness Threshold. They will have other triggers that flip their card. These Characters DO NOT roll on the madness Table when they flip but they do still make a roll on the Madness Table at the start of the Activation while they are on their Altered Side.

Page 8: Add the following after the bold text:

Opposed tests, such as Combat Tests, do not need to hit 13 to be successful. The Model with the highest roll wins.

Page 8: DICE MODIFIERS & RE-ROLLS. Remove the following bullet point:

All dice must be rerolled

Page 9: ACTIONS. Add the following available actions:

Mighty Blow (2AP): Use their Combat Attack against an Enemy model in base contact. Add 1 plus your base size to your result.

Interact (1 AP): This Action may be used for various reasons relevant to the Scenario or Special Rules. (Pulling a

lever, picking up an Objective Marker, etc.) Unless otherwise noted you must be in Base Contact with the target of the Action to use an Interact Action.

Page 10: MYTHOS. Replace the text for Mythos Effect with the following:

Mythos Effect: Activate a Mythos Effect for 1 MYTH if you are successful in an Attack or Defence Test.

Page 10: MYTHOS Add the following as a way to spend Mythos:

Focus Mythos: As part of any Attack or Defence roll, or any Test, except a SAN Test, a model may spend one Mythos to gain a +2 to their dice roll. This must be declared before the dice are rolled and can be added once to each roll.

Page 10: SANITY & MADNESS Replace the second paragraph with the following:

Upon completion of any action that causes a character to gain a point of Madness that would make it go above its Madness Threshold on its ready side, that character removes all Madness Points then must immediately roll 2D6 minus its current Madness value consulting the table that matches the appropriate trait for that character. This happens regardless of whether it is the current Active model.

A model that is flipped to its altered side for any other reason does not have to make an immediate roll on the Madness table.

Page 10: SANITY & MADNESS Replace the third paragraph with the following:

Whilst a Character is flipped to their Altered Side, they must roll as above and consult the Madness Table at the start of each of their Activations.

Page 11: MADNESS TABLES Replace the Madness Tables with the following:

MADNESS TABLES

Value	Mortal
1 or less or Critical Fail Succumb to Madness	The Character's mind opens up to a Great One. Every fibre of their being is destroyed in a fraction of a second. The Character is immediately removed from play.
2 - 3 Screaming Terror	The Character suffers hallucinations of tiny biting and stinging creatures covering their body. In an effort to get the things off, it suffers WND equal to half its Combat Attack value. This damage cannot be prevented and the Character gains the Paralysed condition.
4 - 6 Fatigued	The Character falls into a moment of despair, assailed by thoughts of their loved ones and struggles to decide what to do next. The Character suffers the Fatigue condition.
7 - 9 Haunted	The ghosts of its past haunt the character. Spectres linger just out of sight and shadows dance on the periphery of their vision. All rolls made by this character suffer a -2 penalty for this Activation.
10 - 11 Clarity	The Character has thankfully had a moment of clarity; shaking their head, the temporary insanity passes and it may be activated as normal this turn.
Critical Success Conduit	The Character sees the world in all its layers and the path before it becomes clear. It acts as normal but does not gain Madness while spending MYTH during its current or next activation.

Value	Tainted
1 or less or Critical Fail Overtaken by the Hex	The characters grip with their psyche is overloaded by Hex energy. Replace the Model with a Hex beast following the Path of Least Resistance rule if necessary.
2 - 3 Incandescent Rage	The character claws at itself in fury causing it to suffer WND equal to half it's SAN score. This damage cannot be prevented and it gains the Burn condition.
4 - 6 Bloodthirsty Rampage	The next time this model activates, as its first Action it must make a Charge against the closest unengaged model within range and Line of Sight. If there are no viable targets, it must instead use it's first action to move directly towards the nearest enemy Model.
7 - 9 Outcast Paranoia	The next time this model activates, as its first Action it must make a Ranged Attack against the closest model within range and Line of Sight. If there are no viable targets, it must use its first action to move directly away from the nearest enemy Model.
10 - 11 Peace	The Character has thankfully had a moment of inner peace; blinking their eyes, the red haze passes and it may be activated as normal this turn.
Critical Success Conduit	Conduit The character becomes aware of the Taint running through their veins but is able to ride the invigorating wave. Remove any Conditions of the Players choice.

MYTHOS

Value	Myth
1 or less or Critical Fail Gaze from Beyond	The Myth's body falls under the mind's eye of a Great One, shatters into a thousand pieces and is removed from play.
2 - 3 Coruscating Power	Mythos energies crackle through the Myth's form causing it to suffer WND equal to half its Arcane Attack value. This damage cannot be prevented and the Myth suffers the Paralysed condition.
4 - 6 Dimensional Disconnect	Mythos energies wax and wane within the Myth's body. It refuses to function properly and the Myth suffers the Fatigue condition.
7 - 9 Void Warp	For the briefest of moments the Myth leaves our reality then immediately returns. Distracted by the sudden shifts the creature cannot focus. All rolls made by this character suffer a -2 penalty for this Activation.
10 - 11 Eldritch Focus	The Myth's energies rise again, its mind refocusing on the enemies around it; it may be activated as normal this turn.
Critical Success Conduit	The Myth is charged with powerful energies from an unknown source, static coruscating across its form. The Myth gains the Vigour condition.

Value	Crypt Grub
1 or less or Critical Fail Starvation	The model is removed from play.
2 - 3 Premature Hibernation	The model suffers the Paralysed condition.
4 - 6 Billious Excretion	The next time this model activates, as its first Action it must make a Ranged Attack against the closest enemy model within range and Line of Sight. If no enemy models are in range, it must target a friendly model instead. If there are no viable targets, it may act as normal.
7 - 9 Lash Out	The next time this model activates, as its first Action it must make a Charge against the closest unengaged enemy model within range and Line of Sight. If no enemy models are in range, it must target a friendly model instead. If there are no viable targets, it may act as normal.
10 - 11 De-evolution	This model loses one mutation of your choice.
Critical Success Conduit	This model gains the Vigour condition and may act as normal. If there is currently no friendly Crypt Guardian or Oracle of Khepera in play this model is replaced by the Crypt Guardian model and all of its associated statistics. Any existing conditions, wounds or sanity loss are also transferred to this new Crypt Guardian.

Page 14: LINE OF SIGHT (LOS) Replace the second paragraph with the following:

For the purpose of working out Line of Sight, models are assumed to have a volume equal to a cylinder with a width and height equal to the width of the model's base.

Page 14: MEASURING, DISTANCES & ELEVATION Add the following after the first paragraph:

If a Model is higher than a target model's base width that Model gets a +2 to any Ranged Attack rolls.

If a Model is higher than an attacking model's base width that Model is considered to be in Hard Cover.

Page 14: COMBAT ATTACK SEQUENCE Add the following after the first paragraph:

The Attacker rolls first and declares his final total, then the Defender rolls.

Page 14: MAKING A COMBAT ATTACK Replace the second and third paragraph with the following:

+2 Combat Attack for each additional friendly model engaged with the target.

-2 Combat Attack for each additional enemy model engaged with the Character.

Page 14: MAKING A COMBAT ATTACK Replace the first bullet point with the following:

If the attacker is the winner they may spend 1 MYTH to apply their attack's Mythos Effect.

Page 14: COMBAT EXAMPLE Replace the section with the following:

Player A is making a Combat Attack against Player B.

Player A rolls 2d6 and gets 9. They then add their Combat Attack value of 7, plus another 2 because there is a friendly model engaged with their

target. Player A's total is 18.

Player B rolls 2d6 and gets 7. They then add their CD value of 6. Player B's total is 13

Players compare the two results, the difference is 5, in favour of Player A.

5 Wounds are inflicted on Player B's Character.

Page 15: RANGED COMBAT SEQUENCE Replace the third sentence with the following:

If the Attacker is engaged, they may not make Ranged Attacks.

Page 15: RANGED COMBAT SEQUENCE Add the following after the first paragraph:

The Attacker rolls first and declares his final total, then the Defender rolls.

Page 15: MAKING A RANGED ATTACK Remove the last bullet point

Page 16: ARCANE ATTACK SEQUENCE Replace the last sentence in the first paragraph with the following:

If the Attacker is engaged, Line of Sight is reduced to include only models that are in base contact.

Page 16: ARCANE ATTACK SEQUENCE Add the following after the last sentence:

The Attacker rolls first and declares his final total, then the Defender rolls.

Page 17: TEMPLATE WEAPONS Remove the seventh sentence that begins with "Template weapons can still be used..."

Page 18: DISENGAGING STRIKES Replace the wording in parenthesis in the second paragraph with the following:

(of any type, including a Ranged Attack)

Page 21: JUMPING, CLIMBING AND FALLING Replace the second sentence in the second bullet point with the following:

It takes one wound for every inch it falls above the model's size.

Page 21: JUMP EXAMPLE Replace the third bullet point with the following:
The ledge is 2" higher than the Model's Size, so they deduct 2 from their roll.

Page 23: FORCE SELECTION Add the following between the third and fourth sentences:

No Character may be taken more than once in a Force.

Page 23: TURN SEQUENCE Remove the section "2: Madness Rolls"

Page 24: CHANCE ENCOUNTER Replace the Game Length with the following:
5 Turns

Page 25: TOMES OF POWER Replace the Game Length with the following:
5 Turns

Page 27: GATE JUMPER Replace the Game Length with the following:
5 Turns

Page 29: DESTROY THE RELICS Replace the Game Length with the following:
5 Turns

Page 30: Replace the scenario In Dreams with the following:

S5 - THE JOINING

The broken must be remade, that which has been torn asunder must reunite, the sleepers must be called from the shadows, the joining will guide them to the light.' The pull of the artifact has drawn you here, though you thought you'd be alone. You recognise them, the enemies who wish to end the glory of your masters. They have crossed you at every turn, hoping to destroy the artifacts before they can be used for their glorious purpose.

It whispers to you, it must be complete, made whole. Somehow, you know that the cursed thief in the shadows has the

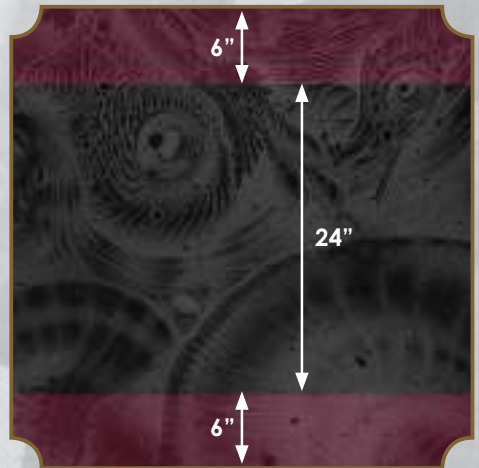
thing you seek. Kill them, liberate from slumber and all you've wished for shall be yours.

Deployment & Setup: Each player must place one Objective Marker on their Leader's Character card. This is that player's Artifact Half.

Standard 6" deployment as per diagram.

Game Length: 5 Turns.

Objective: To acquire your opponents Artifact Half and perform the Ritual of Joining (or Destruction).



Victory Conditions: At the end of each turn, players earn 1 Victory Point for each Artifact Half they control.

In addition, 1 VP is scored for First Blood (inflicting the game's first casualty) and 1VP for killing the enemy Leader.

Alternatively, if one player performs the Ritual of Joining (or Destruction) then they win the game.

Page 31: Replace all the Special Rules text with the following:

- A model may not voluntarily drop an Artifact Half. A Model may pass an Artifact Half to a friendly Model for 1 AP.
- A Myth Model may not be given an Artifact Half

- If an unengaged model is in base contact with an Artifact Half, they may spend 1 Action Point to pick it up and place it on their Character Card.
- If a Model is carrying an Artifact Half when it is removed from play, the Objective is placed in base contact with that Model immediately before removing the Model.
- If a Model has both Artifact Halves they may perform the Ritual of Joining (or Destruction) for 1AP, ending the game.

Page 32: Add a new scenario as follows:

S6 - BLACK SUNS ASCENDENT

There is another world alongside this one. It presses against the boundaries of sanity, seeping through when the stars are right. Tonight is such a time, when the constellations above have twisted beyond recognition. Black suns pulse against the midnight sky, a sign of their coming. The gate must be opened if they are to manifest and make their will reality. The site is prepared, foul deeds done and stones consecrated with innocent blood.

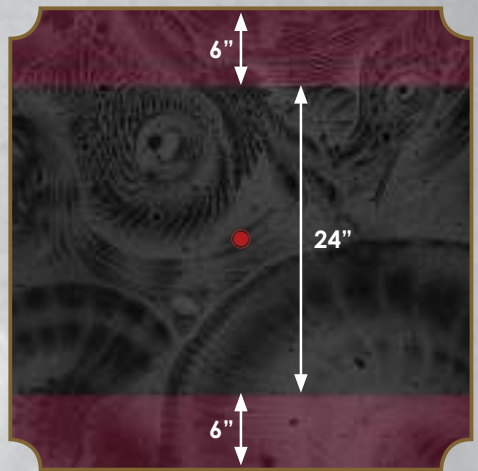
Space and time twitch and distort, things that were solid are made flowing. If you lose focus, you may be transported hither and yon through the veil. Unbelievers come to shatter your works, kill them and complete the ritual and the world will be yours. In the name of the masters.

The gate is opening, things are starting to come through. Human shaped things.

Deployment & Setup: Place a suitable terrain piece with an Objective Marker in the centre of the board. This is the Sacred Site (representative of any kind of raised dais, shrine or similar).

Standard 6" deployment as per diagram.

Game Length: 5 Turns



Objective: To complete the ritual and open the gate for the masters, or prevent their coming.

Victory Conditions: At the end of each turn, players earn 1 Victory Point if they have the most Models within 3" of the Sacred Site. If there is an equal number neither player scores.

Players score 1 VP for destroying a Hex Beast, however it is generated.

In addition, 1 VP is scored for First Blood (inflicting the game's first casualty) and 1VP for killing the enemy Leader.

Special Rules: At the start of each Models activation it must make a SAN Test. If failed, the opposing player may choose to place that model up to 6" away from its current position.

If a Player scores 1 VP for having the most Models within 3" then the opposing player may place a Hex Beast anywhere within 3" of the Sacred Site if possible.